

IN THE SPECIFICATION

Please replace the paragraph beginning at line 1, page 7 with the following rewritten paragraph:

Graphics engine 308 reads the frame buffer and converts the digital data to an analog signal 310, which is input to the multiplexor (DEMUX) 312. A pair of outputs 314 and 316 from DEMUX are coupled to corresponding display interfaces 318 and 320. The output of display interface is provided to display 320, which may be the conventional display for the portable device, such as a conventional liquid crystal display (LCD). Display interface 318 receives the analog signals from output 316 of DEMUX 312 and provides any necessary level shifting to drive display 322. Similarly, display interface 320 coupled to output 314 of DEMUX 312 drives display 324, which may be the OLED skin of the portable device. The outputs of DEMUX 312 are selected via select ~~318~~ 326, which sends the analog video 310 to the appropriate one of displays 322 and 324. The target display is determined by the source of the graphic object being displayed, which is determined by the application software being executed by CPU 302. Thus, for example, one display, typically the conventional LCD device, may be displaying information related to a user application running on CPU 302, while the OLED skin may be displaying alternative information, such as message 104, FIGURE 1.

Please replace the paragraph beginning at line 17, page 7 and ending at line 2, page 8 with the following rewritten paragraph:

Referring now to FIGURE 4, there is illustrated an alternative embodiment of graphics processing unit 400 in accordance with the present inventive principles. CPU 302, graphics interface 304 and graphics memory 306 function as previously discussed in conjunction with FIGURE 3. Similarly, display 322 and its associating interface 318 may be a conventional LCD display and associated driver logic for performing level shifts, etc., as needed. Information to be displayed is, however, generated by graphics engine 402 in conjunction with DAC 403 for converting the

digitally represented graphical information in analog form as required by display 322.

Note that although DAC 403 is shown in conjunction with graphics engine 402, it would be appreciated by those of ordinary skill in the art that the digital-to-analog conversion circuitry may be included, alternatively, in ~~graphics~~ display interface 318. Graphics engine 402 is coupled to graphics memory via data path 408 and instruction path 410.

Respectfully submitted,

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